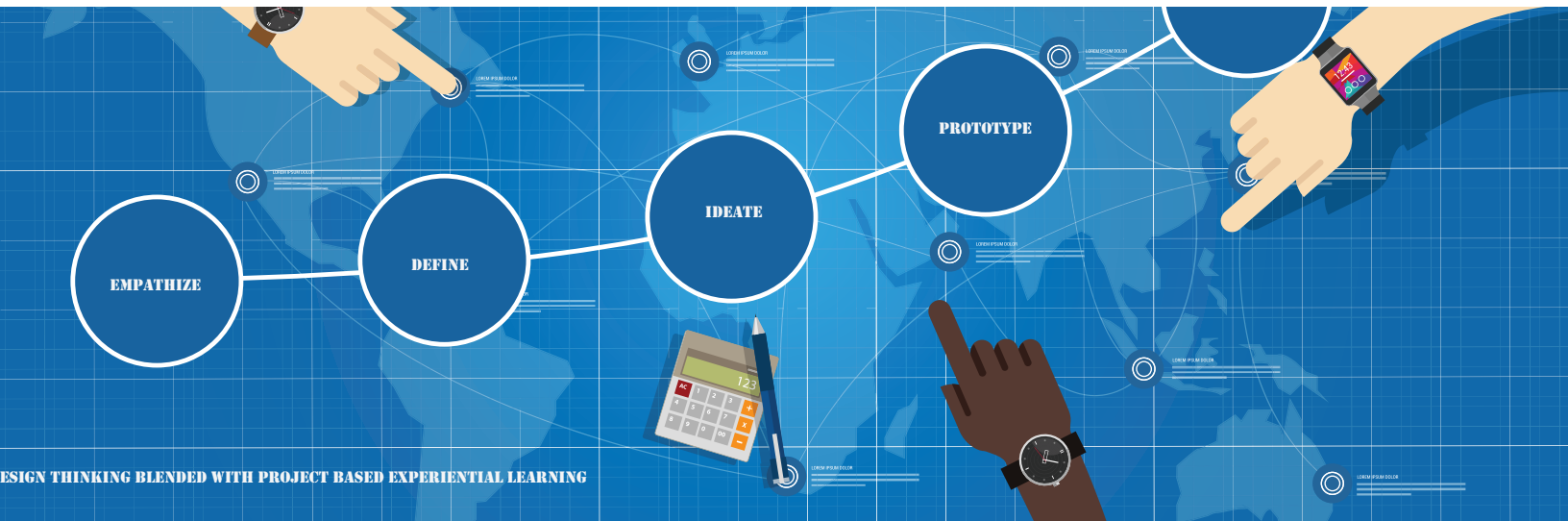


LAURIE CAREY

CONSULTING



An Introduction to learning to code in a one day immersive Hackathon experience

Learn to build a website and collaborate with your team to solve a global challenge, and go home with important 21st century workforce skills! Technologies that are covered include browser-based website generators, light coding in HTML5, web development, using social collaboration tools and device management.

Teams move through a series of hands-on activities designed to develop communication, cooperation, trust, and problem-solving skills in an atmosphere of respect, and fun. Participants are guided in making connections between these activities and “real-life” problem solving.

Students will compete to solve global challenges and learn to build websites that demonstrate their solutions. Teams of four students will compete for 1st, 2nd, and 3rd place winners. This program can be designed to support either age groups of:

(10-13) or (14- 18)

Sample Agenda:

8:30 AM - Registration Begins

9:00 AM - Program Kick off

9:15 AM - Mind Mapping

9:45 AM - Break

10:00 AM - Website Training Session

11:00 AM - Team Building Activity

11:30 AM - Review Project Rubric

12:00 PM - Website Training Session - Continued/Advanced Skills

12:30 PM - Lunch

1:00 PM - Project Time

(Based on Number of Participants this timeline will vary)

3:40 PM - Students present in semi final round 4:30 PM - Top three finalists compete for overall 1st, 2nd, and 3rd place prizes

4:45-PM - What's next ? - Students learn how they can continue to develop skills

5:00 PM - Announce overall 1st, 2nd, and 3rd place winners and wrap up day

Below is our price list for the program broken out by line item. The Base Package includes everything needed to deliver the program, additional program items can be purchase based on your organizations budget.

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BuildingSTEAM Price List

| Item | Description | Price Per 40 Students | Total |
|--|--|-----------------------|------------------------|
| Instructor & Curriculum <i>(One Instructor per 40 Students)</i> | One Instructor is necessary per group of 40 students. | \$1750.00 | |
| On-Line Registration <i>(Included)</i> | Online registration with complete details of program | \$250.00 | |
| Day of event Registration Staffing | Staffing for registration table the day of the program | \$575.00 | |
| Program Supplies <i>(Included - per Instructor)</i> | All necessary supplies to deliver the program | \$200.00 | |
| Lanyards/Badges <i>(Bundles of 50)</i> | Lanyards with badges for each student & volunteers | \$250.00 | |
| Prizes (1st-3rd) <i>(Select from our branded items)</i> | 12 total Prizes are provided for the top three teams | \$375.00 | |
| Base Package | All of the items listed above are included in this package | | \$85.00 Per Student |
| Optional Program Items | | | |
| Student Mentor Training <i>(Per event cost)</i> | Pre-2 Hour Mentor training During-event/Support | \$750.00 | Cost Per Event |
| Student Assessment Report | Pre/Post Assessment Data Report for Impact Metrics | \$500.00 | Cost Per Event |
| TShirts <i>(Bundles of 50)</i> | Branded Hackathon T-Shirts | \$600.00 | \$15.00 Per Student |
| Loaner Laptops <i>(Minimum 25)</i> | Surface 3 Devices | \$1,500.00 | \$60.00 Per Device |
| Photo Package <i>(Per Instructor Group)</i> | Team photos, activity photos, links to download | \$500.00 | \$12.50 Per Student |
| Food Service <i>(Minimum 40)</i> | Box lunch with beverage | \$690.00 | \$17.25 Per Student |

* Students work in teams of 4 students per team

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